



# Gazetteer: The Havenscoast

## Havenscoast Overview

The Havenscoast refers to the strip of land between the Noreth Mountains and the south-western coast of the Inner Sea, where it drains through the Bay of Bethar into the wide expanse of the Azure Sea.

It is a fertile region where it is not broken by mountains and foothills, with a mild temperate climate, aided by the warm currents from the southern seas pushing up along the coast towards the colder Inner Sea waters, where they clash in a crescendo of noise and foam upon the rocky promontories of the Straits of Lorass.

The towns which cluster along the sea in rocky inlets and safe harbours are surrounded by rich farmlands, primarily grain bearing in the north, but in the south there are also grape and olive groves, and orchards of orange trees marching across the hills.

To the west, south and north of the coastal region, the geography turns less hospitable. The Noreth mountains cut the Havenscoast off

from the western realms of the Kurdar, broken only by Kellar's Gap, where the river Tir has carved a deep gorge cutting the range into two distinct sections. While not the highest or most forbidding, the mountains are nevertheless steep and jagged granite, broken by ravines and box canyons, with slopes of loose scree, so that comfortable passage through them is possible only via the few well-known passes and trails.

To the west and south of the mountains the terrain gives way to the grassy uplands of the Derghai plains; wide dry lands broken by the great lake Urtan, and roamed by fierce nomadic tribes of elves and centaurs. Ranging for hundreds of miles across the grasslands for most of the seasons, they cluster during the winter months in their only semi-permanent settlements on the shores of the lake. It is here that they will trade with other folk of the region, bartering their prize horses and livestock for manufactured goods and others products that they do not or cannot make themselves.

In the north the mountains give way to a broken land, the Barrens. Long years ago, when the Demon-infested realm of Gorak was strong, this region was the battleground between the demon hordes, who sought destruction and conquest as is their wont, and the armies of the Kurdar seeking to keep them penned within their land of smoking mountains and reeking fens.

The Demon Lords are long vanquished, but the blight remains across these lands, and fell monsters and tribes of humanoids still hold sway here. Strong castles and towers in the Noreth foothills, manned by the Knights of Watch, defend the lands of the Havenscoast from these threats.

As much as from its geography, the region derives its name from recent history. The politics of the Havenscoast are dominated by the Principality and city of Camlan. This city-state was originally the outpost of the Kingdom of Lorondor as it attempted to expand its borders across the Bay of Bethar. Its initial colonisation was swift, as its heavily armoured knights encountered little

meaningful resistance from the rural hill tribes which inhabited the area. The city of Camlan was founded around 200 years ago, and began to establish itself as a trading center, with both sea and overland trade routes meeting within its walls.

Some 75 years after the founding of the city, a major war of succession broke out within the royal family of Lorondor. The youngest son, who was also the Lord Admiral of the realm, and commanded the Inner Sea fleet from the north-western port of Belan, grew tired of the civil war between his older siblings, the Crown Prince and their sorceress sister. Taking the bulk of the fleet with him, he landed at the growing city of Camlan and declared independence from the crown of Lorondor. Many years of strife



occurred, during which the region became a haven for many refugees from the civil war across the sea, hence the name!